DRAGONHEART™

ENTER THE MYSTERY

FANTASY CARD-GAME BOOK

DRAGONHEART™

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SIR BOWEN

"ONLY EXPOSE YOUR BACK TO A CORPSE."

DRACO THE DRAGON

"EVEN AS THE HEART BINDS EINON TO ME IN LIFE, IT BINDS US IN DEATH."

KARA

"LET OTHERS STAND WITH YOU, AND THIS TIME THE END WILL BE DIFFERENT!"

QUEEN AISLINN, MOTHER OF EINON

"IT IS MY SIN, DRAGONLORD. FOR A MOTHER'S MISGUIDED HEART, YOU GAMBLED ETERNITY— AND LOST."

HEWE

"A CRINGING DOG IS STILL A LIVE ONE!"

FRIAR GILBERT

"THE SKY'S UNTOUCHED WITHOUT THE REACH
THE DREAM'S NO GOOD WITHOUT THE DARE,
AND ONE MUST FIGHT FOR WHAT ONE WANTS,
'TIS PURPOSE GOD ATTENDS, NOT PRAYER."

VALOR

"A KNIGHT IS SWORN TO VALOR."

TRUTH

"HIS WORD SPEAKS ONLY TRUTH."

BLADE

"HIS BLADE DEFENDS THE HELPLESS."

MIGHT

"HIS MIGHT UPHOLDS THE WEAK."

VIRTUE

"HIS HEART KNOWS ONLY VIRTUE."

WRATH

"HIS WRATH UNDOES THE WICKED!"

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SIR BROK

"THE PEASANTS HAVE ALWAYS BEEN REVOLTING. SMELL ONE SOMETIME."

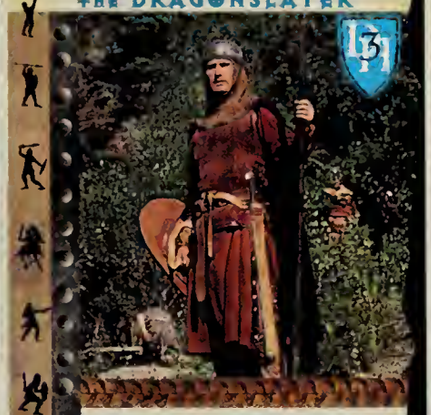
Kara, Wrath

LORD FELTON

"SOME MEN ARE GOOD AT HUNTING MEN. FELTON IS GOOD AT HUNTING *MONEY*!"

Hewe, Truth

UHLRIC
THE DRAGONSLAYER



"A MOTHER'S GIFT TO HER SON," SAID THE QUEEN. "UHLRIC, VOLNEY, JUGARTHA, ODOLFA, AND ORAM—THE FINEST TO BE HAD!"

"FINEST WHAT?" DEMANDED EINON.

"DRAGONSLAYERS," REPLIED THE QUEEN WITH A GLEAM IN HER EYE.

Kara, Virtue

JUGARTHA
THE DRAGONSLAYER

AS FLAMING TIMBERS FELL ABOUT THEM, THE DRAGONSLAYERS MANEUVERED A HUGE CROSSBOW INTO POSITION, LOADING IT WITH A BARBED HARPOON AND HAULING BACK THE THICK STRING. WHEN THE DRAGON SWOOPED INTO VIEW, THEY TOOK AIM.

Friar Gilbert, Valor

VOLNEY
THE DRAGONSLAYER

AS DRACO STREAKED ACROSS THE SKY OVERHEAD, VOLNEY SUPERVISED THE LOADING OF HIDEOUS, BARBED GRAPPLING HOOKS INTO THE CATAPULTS. AS THE DRAGON CAME INTO VIEW, HE CRANKED THE FIRST LEVER. "NOW!" HE SHOUTED.

Friar Gilbert, Blade

ODOLFA
THE DRAGONSLAYER

AS EINON GAZED UPON THE FIVE BURLY DRAGONSLAYERS, HE WAS AMAZED TO REALIZE THAT ONE OF THEM WAS A WOMAN!

Queen Aislinn, Might

ORAM
THE DRAGONSLAYER

IN THE DUSK, EINON SPIED HIS MOTHER'S GIFT, FIVE BURLY TARTAR DRAGONSLAYERS ARMED TO THE TEETH.

Hewe, Wrath

CAPTAIN
OF EINON'S GUARD

A MIGHTY HOWL WAS HEARD FROM OVER THE HILL BEFORE THE PEASANTS COULD RALLY THEMSELVES, EINON'S FORCES WERE UPON THEM!

Draco, Valor, Truth

KING'S MAN
AT ARMS

"LET'S SHEAR THEM LIKE THE SHEEP THAT THEY ARE!"

Draco, Wrath, Might

KING'S THRONE GUARD

"ONE OF US IS WORTH A HUNDRED OF THEM!"

Draco, Might, Blade

KING'S GATE GUARD

"WE CAN CRUSH THOSE REBELLIOUS DOGS!"

Draco, Blade, Virtue

KING EINON

For Battlefield Game Only: Discard One Card Automatically at Random from Hand

"THE KING IS ABOVE THE OLD CODE!"

Bowen

DRAGONHEART™

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FANTASY CARD-GAME BOOK

WRITTEN BY MICHAEL BERGMAN

BASED ON THE MOTION PICTURE SCREENPLAY
WRITTEN BY CHARLES EDWARD POGUE
STORY BY PATRICK READ JOHNSON &
CHARLES EDWARD POGUE

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First Edition
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DRAGONHEART™
LONG AGO,
THERE WAS A TIME WHEN
GREAT DEEDS WERE PERFORMED
BY GREAT PEOPLE. KNIGHTS
TRAVELED THE LAND, RIGHTING
WRONGS AND AIDING THE WEAK
AND HELPLESS. KINGS RULED
WITH A FAIR AND JUST HAND.
AND MOST ASTONISHINGLY,
GREAT, WINGED DRAGONS
WALKED THE EARTH....

THE STORY OF

There once was a time when the land was ruled by kings of great wisdom and kindness. None of these was greater than King Arthur, the glorious ruler who created the Old Code, a set of rules that all knights followed to ensure that they would act with mercy and honor.

Sir Bowen was one of the last great reminders of this glorious and noble past. He was a good and valiant man, a knight who held the Old Code above all and reminisced about the days past when King Arthur and his court ruled with mercy and fairness. Sadly, the ruler that Bowen had come to serve, King Freyne, was far removed from Arthur's glorious past. King Freyne was a cruel man and his oppressive rule served only to further his own wealth and power. The one thing that kept Bowen in service of this kingdom was the king's young son, Prince Einon.

Bowen spent his days teaching Prince Einon the finer arts of combat and, above all, the Old Code. Bowen hoped that when it came time for Einon to take his father's place on the throne, he would remember his lessons, and rule with a more fair and just heart. But what Bowen didn't know was that despite the boy's soft spot for the knight, Einon secretly paid little attention to the lessons of the Old Code and eagerly waited for the day *he* would be king.

After years of abuse under Freyne's tyranny, the peasants finally rebelled. The king summoned Bowen to bring his son to watch the battle. He wanted the boy to see how those who opposed the king should be dealt with. When they arrived, Bowen would have no part of the unfair battle. But the peasants were not as ill-prepared as Freyne thought; they had organized an ambush against the king. Bowen and Einon rushed to save King Freyne—but it was too late.

As Einon greedily grabbed the crown from his father's body, he was attacked by Kara. The young

DRAGONHEART

daughter of Redbeard, the leader of the peasant rebellion, gravely wounded Einon.

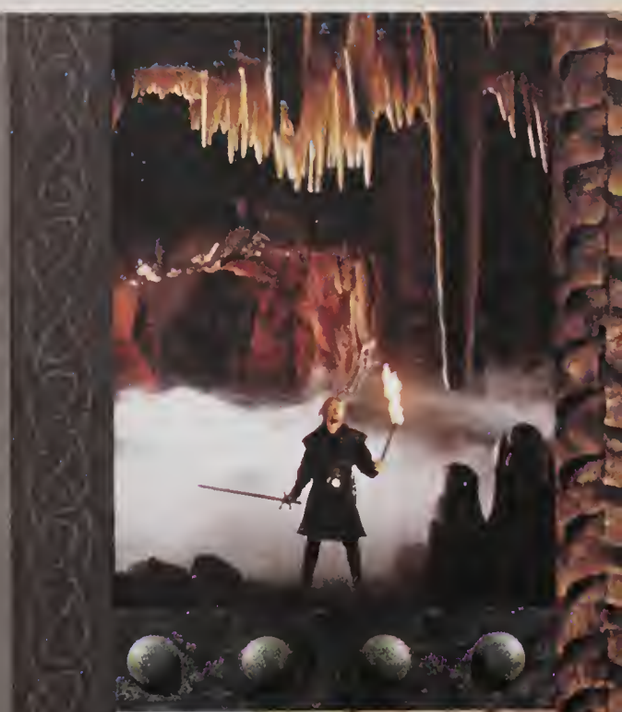
Despite Bowen's attempts to treat the new king's wounds, Einon was dying. His mother, Queen Aislinn, knew of only one way to save her son. With Bowen's aid, she carried the dying boy to a cavern hidden far upon a mountain. To Bowen's astonishment, a huge dragon emerged from the darkness. The queen knew the dragon. Her father had been leader of a people who were friends to the winged creatures. She promised that her son would rule with the mercy and kindness that her husband had lacked—if only the mighty beast would heal him. The dragon took pity and opened its heart, spilling the light from his chest into the boy. Einon was healed.

As Einon regained his strength, he joined in the effort to rebuild his father's kingdom from the battle that had damaged it. It quickly became obvious that he was very much like his wicked father. With the aid of the evil knight, Sir Brok, and his men, King Einon began rounding up the peasants to be punished, enslaving them in chains and forcing them to repair the destruction. Redbeard was blinded—and later killed—for his treason.

Bowen could not believe Einon was capable of such cruelty. "Remember the Code!" he pleaded.

"The king is above the Code!" shouted the boy, who then attempted to fight the knight. Bowen was still better skilled with the blade and easily knocked down the young king. As Bowen stared down at Einon, he realized that he could not raise his hand to strike his former pupil. Blinded with love for the boy who he thought he once knew so well, Bowen was convinced that Einon had been bewitched by the dragon's gift. With a wail of grief and despair, Bowen fled.

With furious vengeance, Bowen searched the cavern for the dragon that he believed corrupted



his beloved Einon with his bloodlight. But the mysterious beast was nowhere to be found. In frustration, Sir Bowen vowed to spend the rest of his days hunting down the dragon.

As the years passed, King Einon grew to be an even worse man than his father. He granted Lord Felton, a vain and cowardly man, the power to impose severe and unfair taxes on the peasants. Anyone who objected was punished the savage brute Sir Brok, who was now the leader of Einon's army.

Sickened by what he saw, the once-proud knight Bowen turned his back on the Old Code. He wandered the land and hunted down dragons for bounty, all the while hoping to find and destroy the one that he believed had corrupted Einon. Friar Gilbert, a monk who fancied himself a great poet, followed Bowen in his quest. Despite Bowen's denouncement of the Once-Ways, the traditions of the great King Arthur, Gilbert recognized that nobility and good still beat within Bowen's heart. To inspire his poetry, Friar Gilbert followed Bowen on his travels.

One day Bowen discovered a dragon's lair hidden behind a waterfall. Bowen entered and raised his sword to the dragon dwelling within it. A fierce battle erupted, which sprawled through forest and hillside. Both Bowen and the dragon had met their match, and the battle reached a complex ending—with Bowen lodged inside the dragon's mouth, his sword poised to strike. If the dragon was to bite down, it would die from Bowen's sword; and if Bowen was to stab, the dragon would bite down! The two remained in a standoff, poised in this manner for hours, finally realizing that no one would win the battle. A reluctant respect had formed between the two, and they agreed to call a truce.

Bowen and his newfound friend—whom he named Draco, after the dragon-shaped constellation—created a plan to earn gold. Draco would threaten a village, tearing the roof off a hut or two, after which Bowen would appear and offer to "slay" the dragon—for a hefty price. Playing up this fraud, they traveled from village to village, much to the dismay of Friar Gilbert.

Meanwhile, Kara had grown to be a beautiful young woman whose only goal in life was to avenge her father's blinding and death by Einon's vassals. She sneaked into Einon's castle to assassinate him but was caught. Einon recognized her as the one who had nearly killed him as a boy and had her imprisoned.

Queen Aislinn, who despised what her son had become, took pity on the girl and secretly aided her escape. Returning to her village, Kara begged the peasants to join her in rebelling against their evil ruler. But the memories of the last failed rebellion remained, and no one would risk assisting her. As Hewe, the unofficial leader of the village put it, "A cringing dog is still a live one!"

When Bowen arrived at Kara's village to attempt his swindle, the villagers decided to sacrifice the troublesome Kara to the dragon rather than pay for Bowen's services. Draco was shocked that the villagers would think he would eat a young woman, but to keep up appearances, he carried the girl out of the villagers' sight. When Bowen finally found the two, he was shocked to discover that Kara had charmed the dragon.

Moments later, Einon appeared with his men to find out what all the commotion had been in the village. Einon tried to capture Kara again, but Bowen leaped to her defense. A furious duel erupted between the knight and his former pupil. Bowen had aged since his last clash with Einon and had become slower, while Einon had grown stronger and quicker. As they battled, Einon taunted Bowen, mocking the knight and his teachings of the Old Code. Bowen realized that he had been mistaken—Einon hadn't been bewitched by the dragon's blood! Einon had been evil all along, and Bowen had been blinded by his love for the boy. When Einon was about to deal the killing stroke to Bowen, Draco appeared from his hiding place and whisked Bowen, Kara, and Friar Gilbert away.

Draco flew them to a mysterious fortress hidden on a high mountaintop. It was Avalon, the legendary burial site of King Arthur and his knights! Bowen was deeply moved by the sacred site and the tomb of the one man upon whose teachings he had based his life. Here Draco revealed to Bowen that he was the dragon that had saved Einon's life so many years ago. He announced that it was time to pay for his mistake by joining Kara's fight. Bowen was stunned but still couldn't find the courage to follow. He walked alone into the tomb. The downpour that soaked the knight was suddenly interrupted by voices that began to whisper around him. The spirits of Arthur and his men were whispering the rules of the Old Code! Bowen's faith came rushing back to him. He rejoined his friends, ready to take on the challenge that awaited.

Returning to the village, Bowen and Kara convinced the

villagers to take a stand against Einon. The fact that they would be accompanied by a fire-breathing dragon certainly helped.

Over the next few days, Hewe built weapons while Bowen trained the villagers in the art of combat. Friar Gilbert discovered that he was much better at the bow and arrow than he was at his writing. Bowen discovered that Kara had a natural talent with the ax. Bowen and Kara also discovered that they had fallen in love. At last the villagers were ready to strike for their freedom.

While hunting, Sir Brok happened upon the army of peasants preparing for battle. Alarmed, he rushed back to the castle to tell Einon. While Felton was ready to send the king's armies out for combat, Einon was hesitant; he feared the dragon that accompanied Bowen. His fear melted when Queen Aislinn, torn between a mother's natural concern for her child and her own knowledge that Einon was evil, presented him with a gift—five distinguished Tartar dragonslayers ready to go to battle.

Soon the army of peasants, led by Bowen, presented themselves at the castle gates. The king's men laughed. There was no way these poorly armed peasants could gain access to the castle! "By dark, they'll be cold and bored and ready to limp home!" crowed Felton.

Then Draco struck! Swooping out of the moonlight, he bombarded the castle with fireballs. The king's soldiers flew like toasted marshmallows. In the confusion, two of the talented dragonslayers were slain, victims of their own dragon traps!

Quickly, Einon and his men charged the peasant army. They laughed as the peasants retreated into the forest, and spurred their steeds furiously in pursuit. But Bowen was prepared for this—an ambush awaited the king and his men! Fire traps surrounded the king's men as the peasants attacked.

The rebels fought valiantly. Kara defeated several men nearly twice her size! And Gilbert's aim proved far truer than any of his poems. Suddenly, Friar Gilbert caught Einon in his sight. He carefully aimed and let loose his arrow—straight into Einon's heart! But to the surprise of

both king and monk, Einon did not fall! He didn't even feel the pain. Draco, on the other hand, howled in agony and fell into the castle walls. At this point, all realized the horrible truth: Because of the dragon's magical gift, Einon could never die while Draco lived!

Remembering the remaining dragonslayers, Einon sped back to his castle to stop them from destroying the dragon who had given him immortality. He chained up the dragon and gave orders for Draco to be kept alive and safe for all eternity.

As night fell, Queen Aislinn had another change of heart. She slew the dragonslayer guarding Draco and crept into Draco's prison with a spear. She begged forgiveness for Draco's horrible fate caused by her misguided love for her son. With Draco's permission, the queen attempted to slay the dragon so that Einon's evil reign might end. But Einon caught her, and in a fit of anger he killed his own mother.

It was at that moment that Bowen, Kara, Gilbert, and Hewe entered the castle through the secret passageway from which Kara had escaped before. As Hewe went to open the gate for the other rebels who hid outside, the rest went to rescue the dragon. Instead they ran straight into Einon! Again the blades of Einon and Bowen clashed! As the two former friends fought, Kara and Gilbert held off all the others. Kara defeated the hulking Sir Brok, who died in shock with the realization that he had been defeated by a woman.

The battle between Bowen and Einon intensified as Einon taunted Bowen with his newly discovered immortality. Finally Bowen struck a mighty blow and sent Einon crashing into the depths of the castle's well. When the rebels tried to free Draco, the dragon pleaded to be killed. Draco knew that Einon would never die while he lived. Bowen wouldn't do it. Draco even pretended to attack Bowen, but Bowen wouldn't lift his blade against his good friend.

Suddenly, the battered Einon leaped from the well and grabbed Kara, placing his dagger at her throat. At that moment Bowen knew what he had to do. With a strangled cry, he threw his ax, which embedded itself in the dragon's chest while

simultaneously gutting the evil king. Einon was dead and the rebels had won!

As Bowen wept over the dying dragon, Draco looked up with a peaceful smile. "Without you, where do we turn?" sobbed the knight.

"To the stars, Bowen, to the stars," came the dragon's last words. At that, all watched with a mixture of amazement and joy as the light of the dragon's soul flowed out into the heavens, taking its place as a star in the constellation that bore his name.

BOWEN

Bowen was the last remaining knight to uphold the Old Code created by the legendary King Arthur of Camelot. Although a member of the evil King Freyne's court, Bowen would not be party to any of the king's oppressive activities. Instead, he quietly tutored Prince Einon in the Once-Ways in the hope that when it was time for the boy to assume the throne, Einon would rule using the Old Code as his guide.

When Einon proved to be worse than Freyne, Bowen lost his faith and—blaming the dragon's blood that saved the boy as the cause of Einon's evil nature—vowed to rid the earth of all dragonkind. After meeting Draco, Bowen learned that he had been deceived and that Einon had been evil from the start.

When Kara approached Bowen for aid in defeating Einon, Bowen rejected her; however, with Draco's help, Bowen visited the grave of his hero, King Arthur. There he heard the voice of Arthur's ghost reminding him of the Old Code. Reawakened to his duty as a knight, Bowen returned to Kara's village to inspire the peasants and lead them to victory.

BOWEN

DRACO

DRACO

Long ago, all dragons and humans coexisted in harmony. But this was not to last. People who were friendly with the beasts were conquered by barbaric leaders, who forced the dragons into hiding from mortal eyes. As their kind dwindled away, Draco became one of the last of the great, winged creatures.

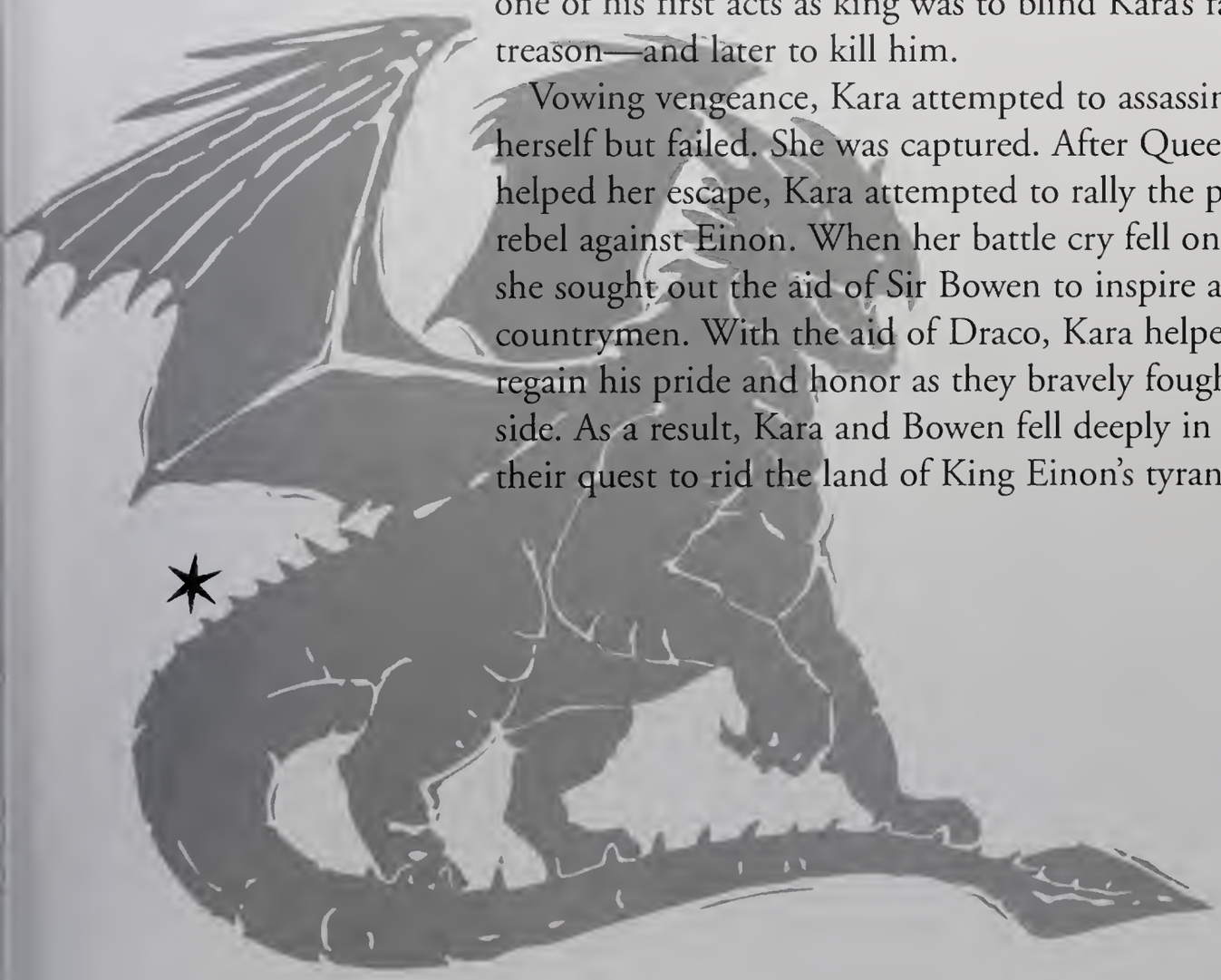
As daughter of another king who had befriended Draco and his kind, Queen Aislinn begged the majestic creature to use the power of his magic to save her son from dying. Believing the boy would renounce his evil father's ways, Draco shared his bloodlight with Einon, linking the two eternally. Because Einon's veins coursed with the dragon's blood, he could not die unless Draco died.

When Einon revealed his true evil nature, Draco helped Kara and Bowen battle Einon's forces. In the end he paid the ultimate sacrifice, giving his life so that Einon would die as well. Because of his selfless deed, the light of his soul joined the stars in the heavens, where it still shines today.

KARA

Kara first encountered Einon when they were both young. It was Kara's father who had led the peasants in their battle against King Freyne, and it was Kara herself who mortally injured the young Einon during that battle. When Einon assumed the throne, one of his first acts as king was to blind Kara's father for his treason—and later to kill him.

Vowing vengeance, Kara attempted to assassinate Einon herself but failed. She was captured. After Queen Aislinn helped her escape, Kara attempted to rally the peasants to rebel against Einon. When her battle cry fell on deaf ears, she sought out the aid of Sir Bowen to inspire and lead her countrymen. With the aid of Draco, Kara helped Bowen to regain his pride and honor as they bravely fought side by side. As a result, Kara and Bowen fell deeply in love during their quest to rid the land of King Einon's tyranny.



KARA

GILBERT

Thinking himself to be much more of a "scholar, scribe, historian, and poet" than his writings showed, this monk searched the land for a hero of the Old Code who could inspire his poems. When he witnessed Bowen in action, he recognized the greatness that dwelt deep within the knight's noble heart. And once the friar discovered how Bowen had become disillusioned and turned his back on the Old Code, he persevered to restore Bowen's faith.

With Draco's help, Friar Gilbert helped to resurrect Bowen's belief in the Once-Ways by taking him to King Arthur's grave to hear the whispers of his spirit. Even when it came time for battle, Gilbert stayed by Bowen's side. Ultimately the literary friar proved to have much more talent with the bow and arrow—as he demonstrated in the battle to defeat King Einon—than he ever possessed with the pen.

FRIAR GILBERT

QUEEN AISLINN

AISLINN

Aislinn was the wife of King Freyne. She was also Einon's mother. Aislinn had been the princess of a people that had been friends to the dragons. After being forced into marrying King Freyne, she helplessly witnessed her husband, in his bloodlust, rid the land of the great, winged creatures. When Einon was mortally wounded as a young boy, it was Queen Aislinn who pleaded with Draco to save his life. She believed that with Bowen's influence, her son would take his father's place—but rule instead with fairness and mercy. She watched her dreams turn sour, however, when Einon proved to be a crueler tyrant than his father ever was.

Helpless to directly oppose her son, Aislinn tried, in secret, to thwart his plans whenever she could. She aided Kara in her escape from captivity and hired the dragonslayers, knowing that her son could only be defeated with the dragon's death. Unfortunately, her last attempt to undermine her son proved to be fatal. When Einon discovered her betrayal, he ended her life.

HEWE

As the unofficial leader of the peasants after the death of Kara's father, the blacksmith Hewe was unwilling to raise arms against King Einon. The last time he tried it had cost him an eye. When Kara attempted to rally the peasants to revolt, Hewe was among the first to reject her. He wanted no more grief to be caused by a hopeless fight.

But when Bowen and Draco joined the cause, Hewe recognized the power they had to defeat Einon. He proved himself to be a valiant warrior on the field of battle and helped the rebellion by manufacturing weapons for the peasant army.

HEWE

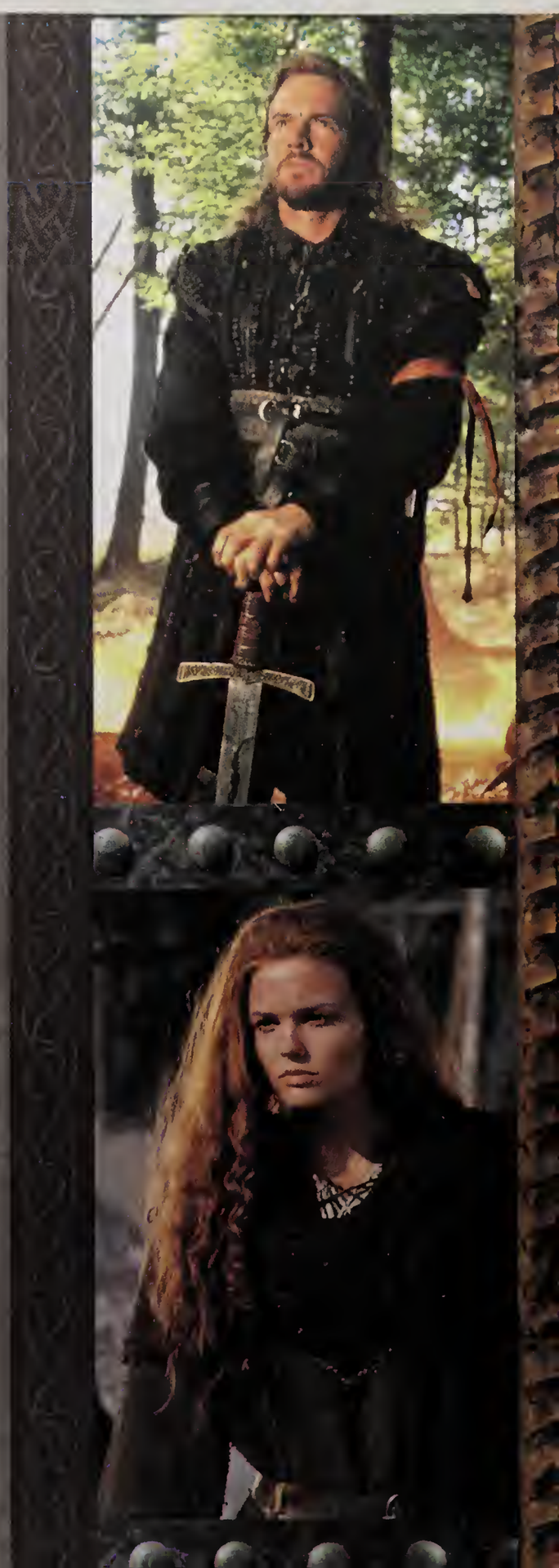
THE OLD CODE

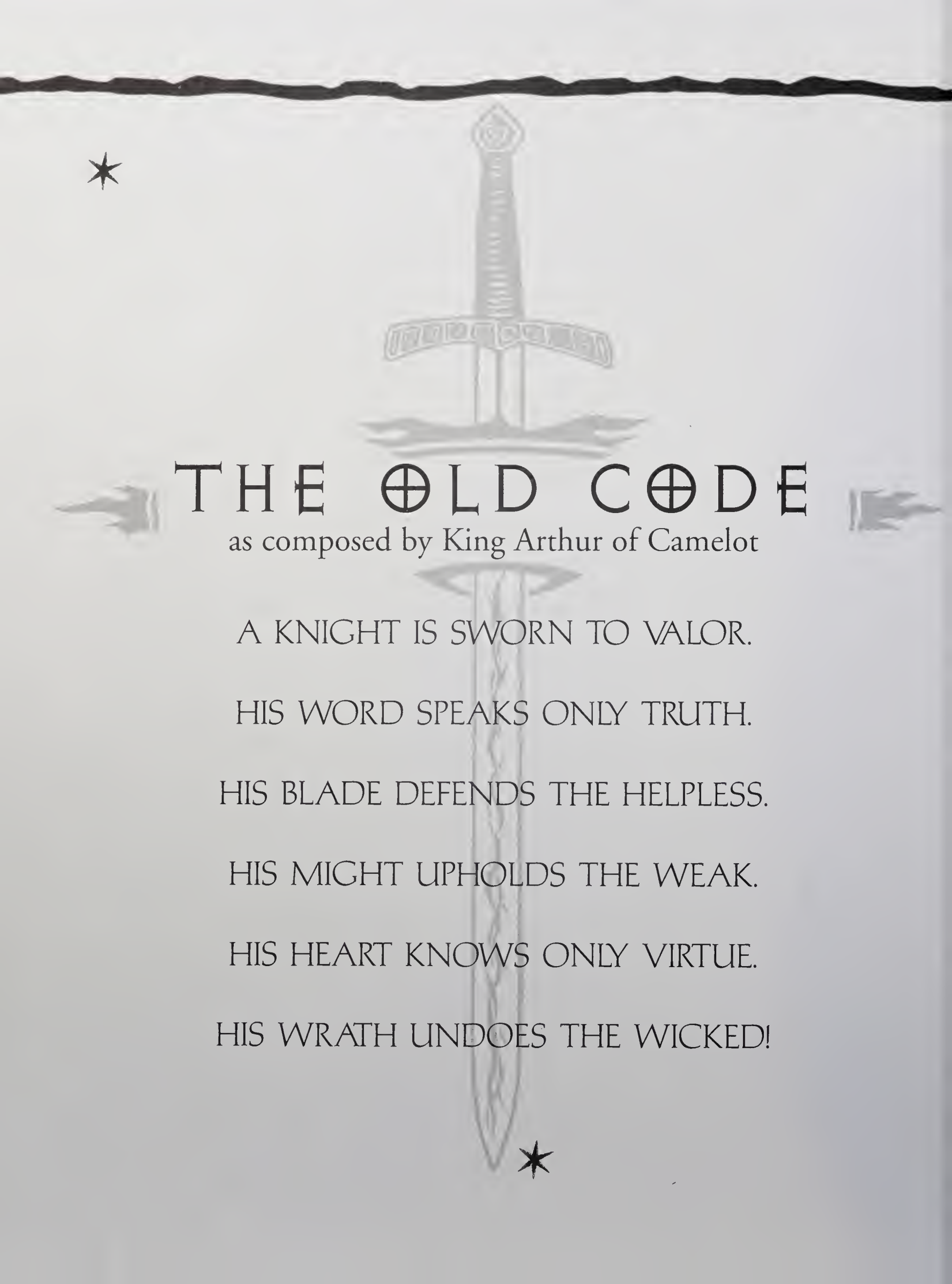
Long ago, the land was divided and in turmoil. A great king named Arthur brought the land together through his wise and generous leadership. From his throne in the kingdom of Camelot, Arthur helped to spread peace, prosperity, and unity throughout the country. In order to preserve this tranquility and order, King Arthur created the Knights of the Round Table.

These knights were champions selected personally by Arthur based upon their strength, courage, and upstanding character. To guide these knights through their daily actions, Arthur created the Code of Knighthood: six easy rules by which a knight pledged to live.

But all good things come to an end, no matter how powerful they are, and Camelot fell like all kingdoms before it; however, Arthur's message lived on, known to those few good souls who remembered it, as the Old Code.

Bowen was one of the last practitioners of the Old Code. Read on and discover the lessons that Bowen has to teach!





THE OLD CODE

as composed by King Arthur of Camelot

A KNIGHT IS SWORN TO VALOR.

HIS WORD SPEAKS ONLY TRUTH.

HIS BLADE DEFENDS THE HELPLESS.

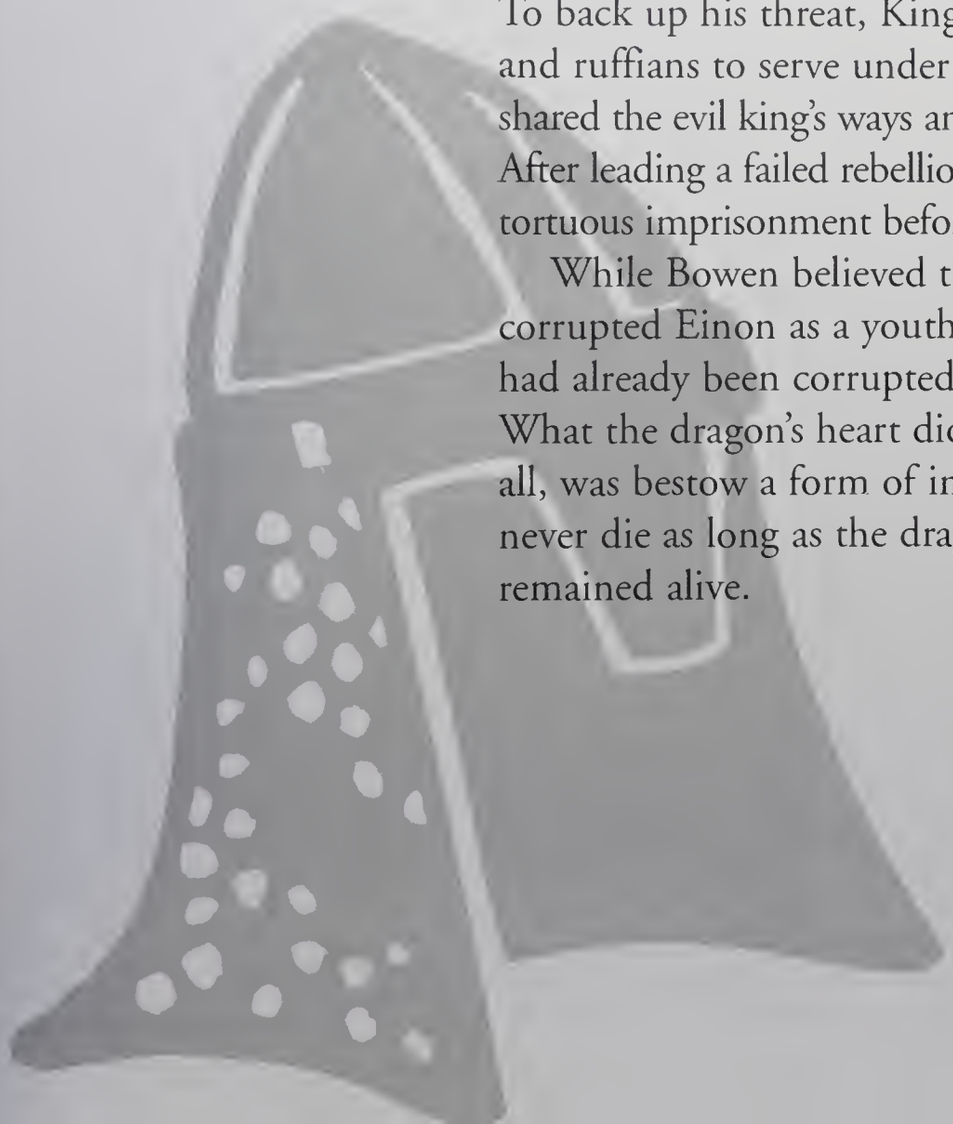
HIS MIGHT UPHOLDS THE WEAK.

HIS HEART KNOWS ONLY VIRTUE.

HIS WRATH UNDOES THE WICKED!

As a youth, Einon was trained by Bowen to be a noble ruler; however, Einon had plans of his own and became the most evil king the land had ever seen. He imposed unfair and harsh taxes on the peasants and punished those who objected to his harsh ways. To back up his threat, King Einon assembled the worst thugs and ruffians to serve under him. These so-called knights shared the evil king's ways and freely demonstrated their cruelty. After leading a failed rebellion, Kara's father endured a long and tortuous imprisonment before finally being executed.

While Bowen believed that the dragon's gift of life had corrupted Einon as a youth, he was mistaken. Einon's heart had already been corrupted by his evil father, King Freyne. What the dragon's heart did do to Einon, unbeknownst to all, was bestow a form of immortality to him. Einon could never die as long as the dragon who shared his life-force remained alive.



KING EINON

BROK

BROK

BROK

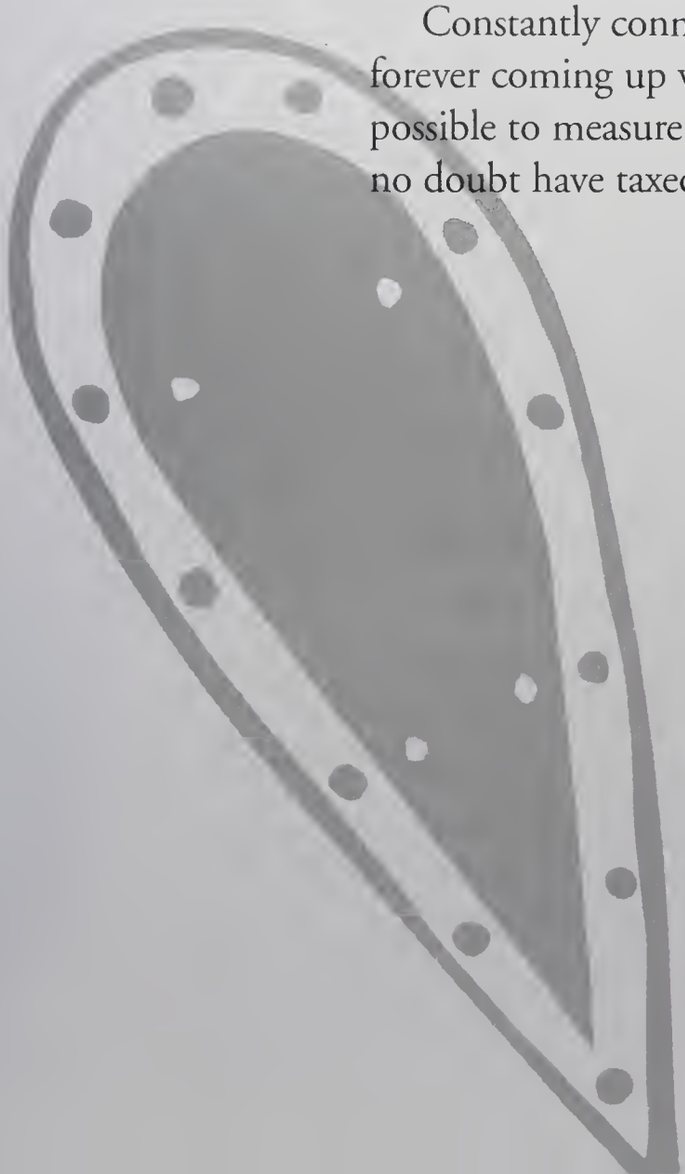
The evil Brok began as a knight in service to Einon's father, King Freyne. Once his father died, Einon took Sir Brok under his wing and retained him as head of the king's army.

Sir Brok was a bully, happiest when he was tormenting an unfortunate peasant. However, his arrogance proved to be his undoing, as he discovered when he underestimated the power of a woman.

Felton

Lord Felton was King Einon's tax man. Fancying himself to be a suave nobleman, Felton appeared to everyone else as what he truly was—a cowardly silly lout!

Constantly conniving to gain the king's favor, Felton was forever coming up with new and unjust taxes. If it were possible to measure the air the peasants breathed, Felton would no doubt have taxed that along with everything else.



FELTON

DRAGONSLAYERS

SLAYERS

SLAYERS

As long as Draco lived, the evil Einon could not die because of the life-force they shared. Queen Aislinn knew that her son was unaware of his immortality and pretended to help her son by hiring five renowned dragonslayers from another land to defeat the winged creature. These five Tartar dragonslayers—Volney, Jugartha, Oram, Uhlric, and the lady dragonslayer Odolfa—tried their best to slay Draco. They succeeded more in destroying each other! When Einon realized his mother's treachery, he used the last remaining dragonslayers to capture Draco alive.

THE KING'S FORCES

F.R.C.S.

FORCES

In order to keep the peasants from rebelling against his tyranny, Einon assembled the cruelest and most heartless thugs he could find to serve in his army. While these brutes were called knights, they were quite different from the noble and good knights of the Once-Ways.

While they were brave against small groups of frightened and unarmed peasants, these bullies proved to be no match when the peasants united to rise up against the king—especially when the peasants were led by the valiant Sir Bowen and the mighty Draco.

THE GAMES

NOW THAT YOU ARE FAMILIAR WITH THE STORY OF *DRAGONHEART* AND ITS CHARACTERS, TRY YOUR HAND AT THE GAMES THAT CAN BE PLAYED WITH THE CARDS IN THIS BOOK. EACH CARD REPRESENTS A CHARACTER OR IDEA FROM THE MOVIE, *DRAGONHEART*.

THERE ARE TWO GAMES THAT YOU CAN PLAY BY YOURSELF AND ONE GAME THAT YOU CAN PLAY WITH A FRIEND. ALL IT TAKES IS A BIT OF STRATEGY AND A LOT OF LUCK. SEE IF YOU CAN HAVE THE SAME SUCCESS AS BOWEN IN DEFEATING THE FORCES OF DARKNESS.

GOOD LUCK AND HAPPY GAMING!

BATTLEFIELD

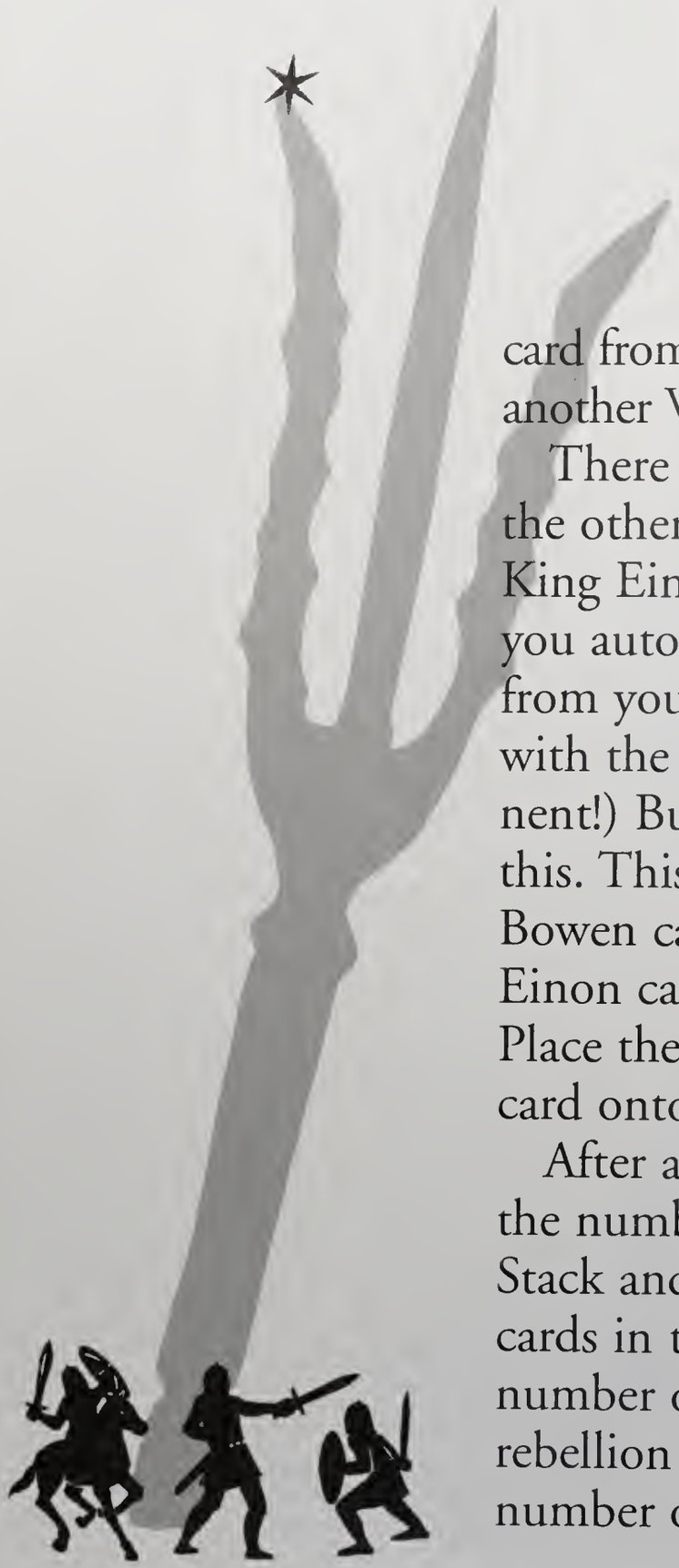
The exciting finale of *Dragonheart* pits Bowen—armed only with a ragtag band of peasants and the inspiration of the Old Code—against the mighty forces of King Einon. This game allows you to recreate this battle. Are you as lucky as Bowen, or will the forces of evil prevail?

Separate the cards into two decks: the Hero cards and the Villain cards. Shuffle both decks and place each facedown.

Draw two Hero cards into your hand.

Flip over the top card from the Villain deck. If one of the names at the bottom of the Villain card matches one of the cards in your hand, place that card along with the Villain card it matches, in a pile to be known as the Victory Stack.

If there is no match, take one of your cards from your hand at random and discard it along with the Villain card into a second pile: the Defeat Stack. Victory or defeat, continue playing by drawing another



card from the Hero deck and flipping over another Villain card.

There are two cards that are different from the others in their effects. The first is the King Einon card. If this card is turned over, you automatically lose one card at random from your hand to the Defeat Stack, along with the Einon card. (He's a tough opponent!) But the second different card can stop this. This is the Bowen card. If you have the Bowen card in your hand when you flip the Einon card, you have bested the evil king. Place the Einon card along with the Bowen card onto the Victory Stack.

After all the cards have been played, count the number of cards that are in the Victory Stack and the Defeat Stack. If the number of cards in the Defeat Stack is greater than the number of cards in the Victory Stack, the rebellion against Einon has failed. If the number of Victory Stack cards is greater than

the number of Defeat Stack cards, you have successfully routed Einon's forces from the battlefield to hide in their stronghold. If there are no cards in the Defeat Stack, you have completely crushed Einon and his army!

Fifth Floor
Fourth Floor
Third Floor
Second Floor
First Floor

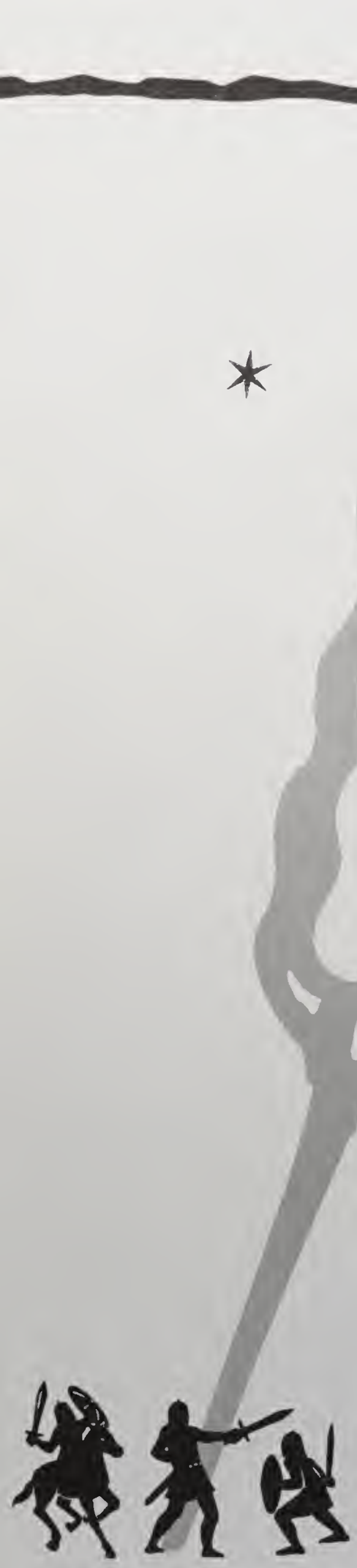
SEIGE

In the days of knighthood, armies often would not meet in the field. There was a reason that kings and lords built castles—they were excellent protection against enemy armies. Not only did the invading army have to actually breach the castle walls, but the soldiers then had to make their way through the castle, unaware of where enemies lay in wait. In this game, you command Bowen's invasion of Einon's castle in an attempt to clear it of the evil within.

Separate the Hero and Villain cards into two piles and shuffle each pile. Deal the Villain cards facedown into the structure shown in the diagram. This is known as the Castle.

Each row of the Castle is referred to as a Floor. The bottom row is known as the First Floor, the next to bottom row is the Second Floor, and so on.

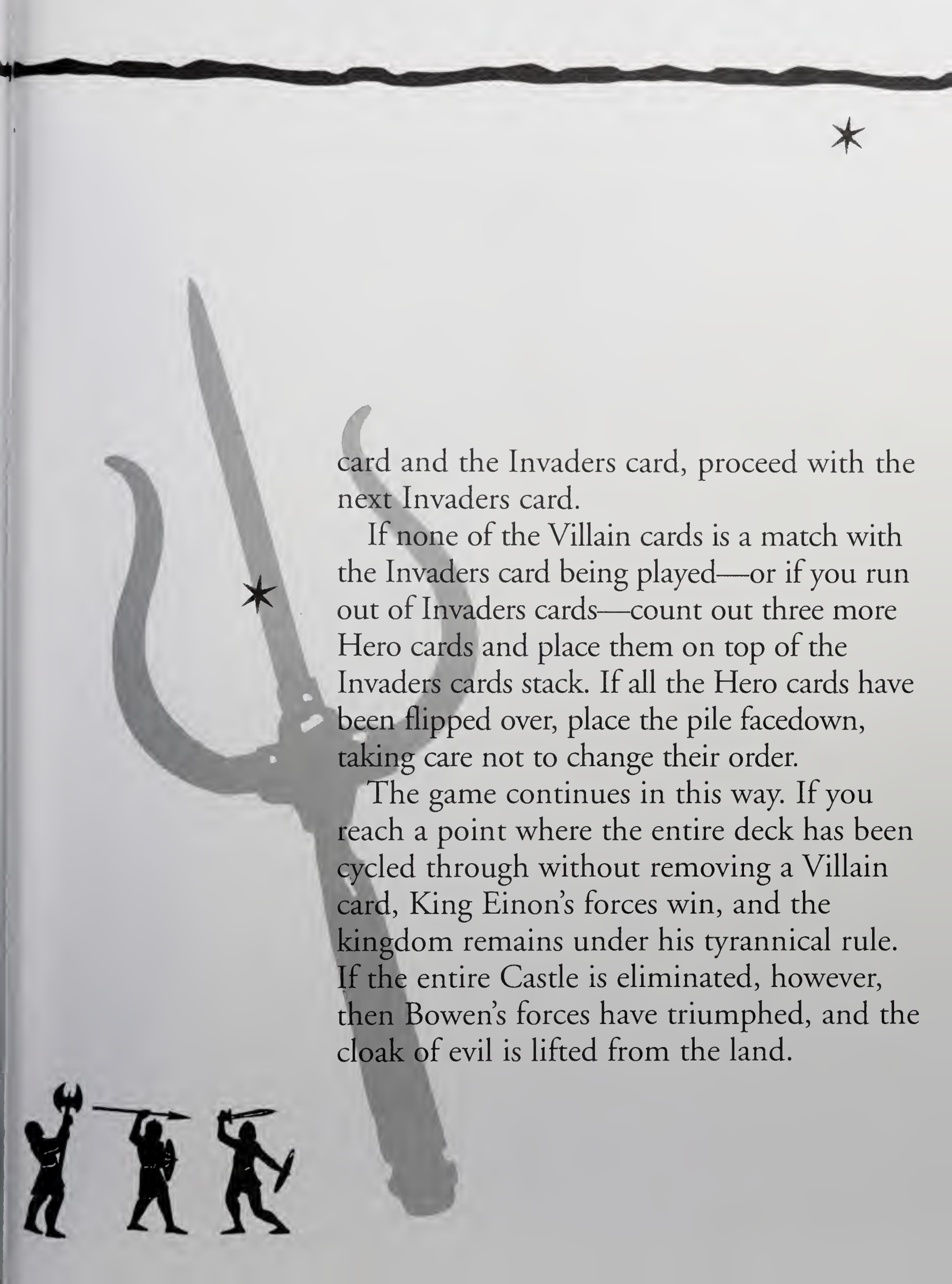
Notice that each Floor partially covers the cards of the Floor above it. When a card is touched by a card from a lower Floor, that card remains facedown; however, if a card



is untouched by any card from the floor below it, it is then flipped and revealed.

Start by flipping over the two Villain cards on the Bottom Floor. Each Villain card is vulnerable to two or three Hero cards; the names of these cards are printed along the bottom. Next, take three cards from the Hero deck, and stack them face-up in a separate pile. These are your first *Invaders* into Einon's fortress. If the top Invaders card is named on the bottom of any of the exposed Villain cards, eliminate that card from the Castle, and discard the Hero card from your Invaders pile. (Only one Hero card at a time will be in battle against the exposed Villain cards.)

In the event that more than one Villain card matches an Invaders card, choose only one Villain card to eliminate. Choose wisely! If removing the Villain card completely exposes a card on the Floor above it, flip and reveal that card. Once you have removed the Villain



card and the Invaders card, proceed with the next Invaders card.

If none of the Villain cards is a match with the Invaders card being played—or if you run out of Invaders cards—count out three more Hero cards and place them on top of the Invaders cards stack. If all the Hero cards have been flipped over, place the pile facedown, taking care not to change their order.

The game continues in this way. If you reach a point where the entire deck has been cycled through without removing a Villain card, King Einon's forces win, and the kingdom remains under his tyrannical rule. If the entire Castle is eliminated, however, then Bowen's forces have triumphed, and the cloak of evil is lifted from the land.

DUEL

A duel is when two enemies square off to fight one another. This game allows you and a friend to do just that. One player commands Bowen and his forces—the Hero cards—and the other has charge of Einon and his rogues—the Villain cards. This game does *not* use the names at the bottom of the cards. The important part of the cards for this game is their Power Rating, the number in the top right corner of the card.

To play, gather 20 objects to serve as counters: some coins, buttons, toothpicks, or any other small objects around the house that no one will miss. Give each player five counters. Keep the rest in an area between you; this will be known as the *Pool.*

Divide the cards into Hero and Villain piles. Each player takes a pile and shuffles it, keeping the cards face down without looking at them. Each player draws two cards from his or her deck and chooses which card will be played. Place this card facedown.

One player is chosen to go first—a coin flip works best. This player looks at his or her card's Power Rating and tries to guess whether the opponent's card will be stronger, weaker, or equal in power. Based on this guess, Player One announces the Battle Orders: "Attack" or "Retreat." Next, Player Two does the same for his or her card. The cards are then flipped and their Power Ratings are compared. Consult the Duel Results Chart to see what happens: You (and your friend) can either win a counter, lose a counter, or take one of the other player's counters.

The Duel continues in this fashion, as each player takes another card from his or her deck and again chooses which card will be played. Remember to choose carefully and to keep an eye on the cards your opponent has already played; you may want to save a card with a

high rating for last, or go in for an early kill. When one player loses all of his or her counters, defeat must be accepted. The other player is the winner. See if you can outguess your friend! And remember Bowen's advice: "Only turn your back on a corpse!"

DUEL RESULTS CHART

IF:	OPPONENT ATTACK	OPPONENT RETREAT
YOU ATTACK	YOUR POWER IS **Greater:** Take a counter from your opponent **Less:** Lose a counter to your opponent **Equal:** Lose a counter to the pool	YOUR POWER IS **Greater:** Gain a counter from the pool **Less:** Opponent loses a counter to the pool **Equal:** No change
YOU RETREAT	YOUR POWER IS **Greater:** Lose a counter to the pool **Less:** No change, your opponent gains a counter from the pool **Equal:** No change	YOUR POWER IS **Greater:** Lose a counter to the pool **Less:** No change, your opponent loses a counter to the pool **Equal:** No change

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